

D&D Fight Club

Ranserwarenthmos

Great Wyrms Red Dragon
By Robert Wiese



Design Notes

The D&D Miniatures line is releasing a Colossal red dragon figure in September, so here is a Colossal red dragon or three to use with the figure in your campaign. This creature shows just how powerful things get at really high levels, as he goes to CR 36. Liberal use of the *Draconomicon* and *Spell Compendium* make him even nastier than you might expect. His hoard is listed in terms of items and value, and is left to you to populate. If you want to give him useful things, I suggest among other things that you give him metamagic feat rods. He can use those, and he has some killer spells that can be extended or empowered for good effect.

Ranserwarenthmos is everything you'd expect from a red dragon: arrogant, hot-tempered, amazingly bold, and evil to the core. From an early age he has wanted everything in sight, and he uses his formidable power and intelligence to get what he wants. He slays other dragons for their hoards in addition to acquiring items from adventurers, merchant caravans, and anywhere else that they might be. His avarice is unquenchable; he always wants more. He has several horde locations that he visits by teleportation, so he doesn't keep all his eggs in one basket and can be found just about anywhere in the campaign world.



If he knows he is facing a serious threat, he prepares himself with spells as best as he can, especially those that increase his Armor Class; he can get to AC 56 with three spells. Through *scintillating scales*[SpC] he can overcome his weak touch AC by converting his natural armor to a deflection bonus. One of his favorite spells is *greater wings of air* [Dr], with which he can increase his maneuverability to perfect. He always keeps *anticipate teleportation*[SpC] active, to keep away unwanted "heroes" (and other dragons, for that matter) from his lair. He always has a *contingency* spell active with *break enchantment* loaded in case he becomes paralyzed or rendered helpless by magic. He is more than willing to drop into a group of "heroes" and use *blasphemy* on them, followed the next round by *horrid wilting* on those who cannot move. If he gets low on hit points, he can fly off and cast a *heal* or two before coming back.

Looking to detail Ranser's wealth? During his career, Ranser might have attacked some of the dragons in our [Ecology of the Dragon Hoard](#) article, acquiring their wealth.

Through feats, he is more maneuverable than expected and he is not vulnerable to cold. He hopes to surprise foes with these advantages so that he can make a strong early strike and eliminate the most dangerous foe.

Ranserwarenthmos Without Class Levels

At this level, he is your basic really powerful red dragon and uses the always-applicable tactical notes about

spells above. He likes to snatch a foe, fly off, and throw that foe to the ground before going back for more, and he prefers starting with spellcasters. He can breathe on someone in his mouth and that victim doesn't get a saving throw, but he cannot cast a metabreath spell with someone in his mouth. In melee, he focuses on the most powerful fighter because his resistances take care of most spell dangers.

Ranserwarenthmos CR 26

Great wyrm red dragon

CEColossal dragon (fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +51, Spot +51

Aura frightful presence (360 ft., DC 38)

Languages Common, Draconic

AC 41, touch 2, **flat-footed** 41

(-8 size, +39 natural)

hp 660 (40 **HD**); **DR** 20/magic

Immune fire; sleep and paralysis effects

SR 32

Fort +32, **Ref** +22, **Will** +32

Weakness vulnerability to cold

Speed 40 ft. (8 **squares**), fly 200 ft. (average), Adroit Flyby Attack, Flyby Attack, Hover, Improved

Maneuverability[Dr] (x2), Wingover

Melee bite +49 (4d8+17) and

2 claws each +47 (4d6+8) and

2 wings each +47 (2d8+8) and

tail slap +47 (4d6+25)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Base Atk +40; **Grp** +73

Atk Options Cleave, Power Attack, Snatch, crush, tail sweep

Special Actions breath weapon

Sorcerer Spells Known (CL 19th):

9th (4/day) -- *breath weapon admixture*[SpC], *shapechange*

8th (7/day) -- *horrid wilting* (DC 26), *maze*, *summon monster VIII*

7th (7/day) -- *blasphemy* (DC 25), *fire storm* (DC 25), *greater teleportation* (DC 25)

6th (7/day) -- *contingency*, *greater dispel magic*, *heal*

5th (7/day) -- *break enchantment*, *breath weapon substitution* [SpC], *dispelling breath* [SpC], *true seeing*

4th (8/day) -- *enervation*, *greater invisibility*, *restoration*, *greater wings of air*[SpC]

3rd (8/day) -- *anticipate teleportation* [SpC], *cure serious wounds*, *haste*, *greater mage armor* [SpC]

2nd (8/day) -- *bull's strength*, *mirror image*, *razorfangs*, *resist energy*, *scintillating scales* [SpC]

1st (8/day) -- *comprehend languages*, *ray of enfeeblement* (ranged touch +32), *resurgence* [SpC], *shield*, *shield of faith*

0 (6/day) -- *amanuensis*[SpC] (DC 18), *arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *mending*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 19th):

12/day -- *locate object*

3/day -- *suggestion* (DC 21)

1/day -- *discern location*, *find the path*

Abilities **Str** 45, **Dex** 10, **Con** 31, **Int** 26, **Wis** 27, **Cha** 26

Feats Adroit Flyby Attack[Dr], Cleave, Hover, Flyby Attack, Improved Maneuverability[Dr] (x2)*, Iron Will, Multiattack, Overcome Weakness[Dr], Power Attack, Quicken Spell-Like Ability (*suggestion*), Snatch, Suppress Weakness[Dr], Wingover

Skills Appraise +51, Concentration +25, Diplomacy +38, Escape Artist +43, Intimidate +38, Knowledge (arcana) +38, Knowledge (dungeoneering) +38, Knowledge (geography) +38, Knowledge (history) +28, Knowledge (local) +38, Knowledge (nature) +38, Knowledge (religion) +28, Knowledge (the planes) +33, Listen +51, Search

+51, Sense Motive +38, Spot +51, Tumble +21, Use Magic Device +33

Possessions 18,000 gp, 26 gems, 3 medium magic items, 12 major magic items

Hook "I am death on the wings -- death incarnate in fire that will consume you."

Frightful Presence (Ex) A pseudonatural adult red dragon can inspire terror by charging, attacking, or flying overhead. Creatures within 360 feet of the dragon that have 40 HD or fewer must attempt a DC 38 Will save. Success indicates that the target is immune to the pseudonatural adult red dragon's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Snatch (Ex) Against Small or smaller creatures, bite for 4d8+17 per round or claw for 4d6+8 per round.

Crush (Ex) Area 30 ft. by 30 ft.; Small or smaller opponents take 4d8+25 points of bludgeoning damage and must succeed on a DC 40 Reflex save or be pinned.

Breath Weapon (Su) 70-ft. cone, once every 1d4 rounds, damage 24d10 fire, Reflex DC 40 half.

Tail Sweep (Ex) Half-circle 40 ft. in diameter; Medium or smaller opponents take 2d8+25 points of bludgeoning damage (Reflex DC 40 half).

Ranserwarenthmos at 5th Class Level

The disciple of Ashardalon prestige class is presented in *Draconomicon*, and it gives him some interesting improvements that round him out a lot. At this level, he can breathe faster and climb faster. He might strafe a group with an admixed breath weapon of fire and sonic damage, or drop a *horrid wilting* on a group to soften them up. With his resistances to energy damage, he is less worried about arcane casters and focuses on clerics and fighters first.

Ranserwarenthmos CR 31

Great wyrm red dragon disciple of Ashardalon 5

CE Colossal dragon (fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +56, Spot +56

Aura frightful presence (360 ft., DC 38)

Languages Common, Draconic

AC 41, touch 2, flat-footed 41

(-8 size, +39 natural)

hp 732 (45 HD); **DR** 20/magic

Immune fire; sleep and paralysis effects

Resist acid 10, cold 10, electricity 10; **SR** 32

Fort +36, **Ref** +23, **Will** +36

Speed 40 ft. (8 squares), fly 200 ft. (average), Adroit Flyby Attack, Flyby Attack, Hover, Improved Maneuverability[Dr] (x2), Wingover

Melee bite +55 (4d8+18) and

2 claws each +53 (4d6+9) and

2 wings each +53 (2d8+9) and

tail slap +53 (4d6+27)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Base Atk +45; **Grp** +79

Atk Options Cleave, Power Attack, Snatch, crush, tail sweep

Special Actions breath weapon

Sorcerer Spells Known (CL 19th):

9th (5/day) -- *breath weapon admixture*[SpC], *shapechange*

8th (7/day) -- *horrid wilting* (DC 26), *maze*, *summon monster VIII*

7th (7/day) -- *blasphemy* (DC 25), *fire storm* (DC 25), *greater teleportation* (DC 25)

6th (7/day) -- *contingency*, *greater dispel magic*, *heal*

5th (8/day) -- *break enchantment*, *breath weapon substitution* [SpC], *dispelling breath* [SpC], *true seeing*

4th (8/day) -- *enervation*, *greater invisibility*, *restoration*, *greater wings of air*[SpC]

3rd (8/day) -- *anticipate teleportation* [SpC], *cure serious wounds*, *haste*, *greater mage armor* [SpC]

2nd (8/day) -- *bull's strength*, *mirror image*, *razorfangs*, *resist energy*, *scintillating scales* [SpC]

1st (9/day) -- *comprehend languages*, *ray of enfeeblement* (ranged touch +32), *resurgence* [SpC], *shield*, *shield of faith*

0 (6/day) -- *amanuensis*[SpC] (DC 18), *arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *mending*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 19th):

12/day -- *locate object*

3/day -- *suggestion* (DC 21)

1/day -- *discern location*, *find the path*

Spell-Like Abilities (CL 5th):

3/day -- *darkness*, *poison* (DC 22)

1/day -- *contagion* (DC 21), *desecrate*, *unholy blight* (DC 22)

Abilities Str 47, Dex 11, Con 31, Int 27, Wis 27, Cha 26

SQ fiendbond

Feats Adroit Flyby Attack[Dr], Cleave, Hover, Flyby Attack, Improved Maneuverability[Dr] (x2)*, Iron Will, Multiattack, Overcome Weakness[Dr], Power Attack, Power Climb [Dr], Quicken Spell-Like Ability (*suggestion*), Recover Breath [Dr], Snatch, Suppress Weakness[Dr], Wingover

Skills Appraise +51, Concentration +33, Diplomacy +44, Escape Artist +43, Hide -8, Intimidate +42, Knowledge (arcana) +46, Knowledge (dungeoneering) +38, Knowledge (geography) +38, Knowledge (history) +28, Knowledge (local) +38, Knowledge (nature) +40, Knowledge (religion) +36, Knowledge (the planes) +37, Listen +56, Move Silently +7, Search +54, Sense Motive +46, Spellcraft +16, Spot +56, Tumble +24, Use Magic Device +37

Possessions 18,000 gp, 26 gems, 3 medium magic items, 42 major magic items

Hook "The demon bound to my heart grants me power beyond your imagination, and it gives me more ways to slay you."

Frightful Presence (Ex) A pseudonatural adult red dragon can inspire terror by charging, attacking, or flying overhead. Creatures within 360 feet of the dragon that have 40 HD or fewer must attempt a DC 38 Will save. Success indicates that the target is immune to the pseudonatural adult red dragon's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Snatch (Ex) Against Small or smaller creatures, bite for 4d8+18 per round or claw for 4d6+9 per round.

Crush (Ex) Area 30 ft. by 30 ft.; Small or smaller opponents take 4d8+27 points of bludgeoning damage and must succeed on a DC 40 Reflex save or be pinned.

Breath Weapon (Su) 70-ft. cone, once every 1d4 rounds, damage 24d10 fire, Reflex DC 40 half.

Tail Sweep (Ex) Half-circle 40 ft. in diameter; Medium or smaller opponents take 2d8+27 points of bludgeoning damage (Reflex DC 40 half).

Fiendbond (Su) Ranserwarenthmos has a demon bound to his heart. He gains bonus sorcerer spells as if his Charisma were 2 points higher than it is (included above).

Ranserwarenthmos at 10th Class Level

At this level, Ranserwarenthmos is more likely to go into melee. Using Power Attack for 10, he can hit almost all the time and do a terrible amount of damage against a single foe if he gets all his attacks. He can still take off or teleport away if he is in danger of dying, and he can repair most damage that adventurers would do to him. His vastly more powerful spell-like abilities only make him more dangerous, and they give him more options for *blasphemy* and *horrid wilting*.

Ranserwarenthmos CR 36

Great wyrm red dragon disciple of Ashardalon 10

CE Colossal dragon (fire)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +61, Spot +61

Aura frightful presence (360 ft., DC 38)

Languages Common, Draconic

AC 43, touch 3, flat-footed 42

(-8 size, +1 Dex, +40 natural)

hp 854 (50 HD); **DR** 20/magic

Immune fire; sleep and paralysis effects; poison

Resist acid 15, cold 15, electricity 15; **SR** 32

Fort +40, **Ref** +26, **Will** +39

Speed 40 ft. (8 squares), fly 200 ft. (average), Adroit Flyby Attack, Flyby Attack, Hover, Improved Maneuverability[Dr] (x2), Wingover

Melee bite +62 (4d8+20) and

2 claws each +60 (4d6+10) and

2 wings each +60 (2d8+10) and

tail slap +60 (4d6+20)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Base Atk +50; **Grp** +86

Atk Options Cleave, Power Attack, Snatch, crush, tail sweep

Special Actions breath weapon

Sorcerer Spells Known (CL 19th):

9th (5/day) -- *breath weapon admixture*[SpC], *shapechange*

8th (7/day) -- *horrid wilting* (DC 26), *maze*, *summon monster VIII*

7th (7/day) -- *blasphemy* (DC 25), *fire storm* (DC 25), *greater teleportation* (DC 25)

6th (7/day) -- *contingency*, *greater dispel magic*, *heal*

5th (8/day) -- *break enchantment*, *breath weapon substitution* [SpC], *dispelling breath* [SpC], *true seeing*

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2nd (8/day) -- *bull's strength*, *mirror image*, *razorfangs*, *resist energy*, *scintillating scales* [SpC]

1st (9/day) -- *comprehend languages*, *ray of enfeeblement* (ranged touch +32), *resurgence* [SpC], *shield*, *shield of faith*

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Spell-Like Abilities (CL 19th):

12/day -- *locate object*

3/day -- *suggestion* (DC 21)

1/day -- *discern location*, *find the path*

Spell-Like Abilities (CL 10th):

3/day -- *darkness*, *poison* (DC 22), *unholy aura*

1/day -- *blasphemy* (DC 25), *contagion* (DC 21), *desecrate*, *horrid wilting* (DC 26), *unhallow* (DC 23), *unholy*

blight (DC 22)

Abilities Str 50, Dex 13, Con 32, Int 29, Wis 27, Cha 27

SQ fiendbond

Feats Adroit Flyby Attack[Dr], Cleave, Great Cleave, Hover, Flyby Attack, Improved Initiative, Improved Maneuverability[Dr] (x2)*, Iron Will, Multiattack, Overcome Weakness[Dr], Power Attack, Power Climb [Dr], Quicken Spell-Like Ability (*suggestion*), Recover Breath [Dr], Snatch, Suppress Weakness[Dr], Wingover

Skills Appraise +52, Concentration +39, Diplomacy +46, Escape Artist +44, Hide -2, Intimidate +45, Knowledge (arcana) +47, Knowledge (dungeoneering) +39, Knowledge (geography) +39, Knowledge (history) +29, Knowledge (local) +39, Knowledge (nature) +41, Knowledge (nobility) +15, Knowledge (religion) +42, Knowledge (the planes) +41, Listen +61, Move Silently +14, Search +57, Sense Motive +51, Spellcraft +20, Spot +61, Survival +11, Swim +26, Tumble +27, Use Magic Device +40

Possessions 18,000 gp, 26 gems, 3 medium magic items, 42 major magic items

Hook "I am power beyond your imagination, fire and more, and you stand no chance against my might."

Frightful Presence (Ex) A pseudonatural adult red dragon can inspire terror by charging, attacking, or flying overhead. Creatures within 360 feet of the dragon that have 40 HD or fewer must attempt a DC 38 Will save. Success indicates that the target is immune to the pseudonatural adult red dragon's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

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Tail Sweep (Ex) Half-circle 40 ft. in diameter; Medium or smaller opponents take 2d8+30 points of bludgeoning damage (Reflex DC 40 half).

Fiendbond (Su) Ranserwarenthmos has a demon bound to his heart. He gains bonus sorcerer spells as if his Charisma were 2 points higher than it is (included above).

Additional Feats and Spells

Any spells not presented in the *Player's Handbook* are in the *Spell Compendium*. The feats below are not presented in the *Player's Handbook* or *Monster Manual*. They all come from the *Draconomicon*.

Adroit Flyby Attack: When flying and making an attack action, you can move both before and after the attack, provided that the total distance moved is not greater than your fly speed. Your flying movement does not provoke attacks of opportunity from creatures you attack during the round when you use this feat.

Improved Maneuverability: Your maneuverability improves by one category, from clumsy to poor, poor to average, or average to good.

Overcome Weakness: You can completely suppress your vulnerability to a type of energy. When subjected to an attack based on that type of energy, you take no extra damage.

Power Climb: When flying, you can gain altitude and still move your full speed provided you move in a straight

line.

Recover Breath: You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round.

Suppress Weakness: You can partially suppress your vulnerability to a type of element or energy. When subjected to an attack based on that type of energy, you take one-quarter again as much damage (+25%) regardless of whether a save is allowed or if the save is a success or failure.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the **Living Greyhawk** and **Living Force** campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

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